This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

1. (Previously Presented) A method for rendering graphics on a display device for a computer system having a central processing unit, system random access memory, and a graphics card, said graphics card comprising a graphical processing unit, video random access memory, and a frame buffer, said method comprising:

rendering a complex graphic in the system random access memory with the central processing unit, the complex graphic including at least one of shading, texturing, alpha-blending, anti-aliasing, and sub-pixel manipulation; and

copying said complex graphic from the system random access memory directly into the frame buffer by the central processing unit, wherein copying directly into the frame buffer completely bypasses the graphical processing unit to render the complex graphic.

2. (Cancelled)

3. (Cancelled)

4. (Cancelled)

5. (Cancelled)

6. (Cancelled)

7. (Cancelled)

8. (Cancelled)

9. (Previously Presented) The method of claim 1 wherein said complex graphic comprises a compositing of overlays.

10. (Original) The method of claim 1 wherein said computer system further comprises an accelerated graphics port (ACP) between the central processing unit, the system random access memory, and the graphics card.

11. (Original) The method of claim 1 wherein said graphic card comprises a graphics accelerator.

12. (Original) The method of claim 1 wherein said graphic card comprises a graphics coprocessor.

13. (Previously Presented) A computer-readable medium having computer-readable instructions for rendering graphics on a display device for a computer system comprising a central processing unit, system random access memory, and a graphics card, said graphics card comprising a graphical processing unit, video random access memory, and a frame buffer, said computer-readable instructions comprising:

instructions for rendering a complex graphic in the system random access memory with the central processing unit, the complex graphic including at least one of shading, texturing, alpha-blending, anti-aliasing, and sub-pixel manipulation; and

instructions for copying said complex graphic from the system random access memory directly into the frame buffer by the central processing unit, wherein copying directly into the frame buffer completely bypasses the graphical processing unit to render said complex graphic.

14. (Cancelled)

15. (Cancelled)

16. (Cancelled)

17. (Cancelled)

18. (Cancelled)

19. (Cancelled)

20. (Previously Presented) The computer-readable medium of claim 13, wherein said complex graphic comprises an orientation-change graphic.

21. (Previously Presented) The computer-readable medium of claim 13 wherein said complex graphic comprises a compositing of overlays.

22. (Previously Presented) A system for rendering graphics on a display device, said system comprising:

a central processing unit;

system random access memory coupled to said central processing unit;

a graphics card coupled to said central processing unit and system random access memory, said graphics card comprising a graphical processing unit, video random access memory, and a frame buffer; and

a software program, loaded into system random access memory, for the central processing unit to render a complex graphic element in the system random access memory and to copy said complex graphic element from the system random access memory directly into the frame buffer wherein copying directly into the frame buffer completely bypasses the graphical processing unit to render said complex graphic, wherein said complex graphic includes at least one of shading, texturing, alpha-blending, anti-aliasing, and sub-pixel manipulation.

23. (Cancelled)

24. (Cancelled)

25. (Previously Presented) The system of claim 22 wherein said computer system further comprises an accelerated graphics port (ACP) coupled to the central processing unit, the system random access memory, and the graphics card.

26. (Original) The system of claim 22 wherein said graphic card comprises a graphics accelerator.

27. (Original) The system of claim 22 wherein said graphic card comprises a graphics coprocessor.

28. (Previously Presented) A system for rendering graphics on a display device for a computer system having a central processing unit, system random access memory, and a

graphics card, said graphics card comprising a graphical processing unit, video random access memory, and a frame buffer, said method comprising:

means for rendering a complex graphic in the system random access memory with the central processing unit, the complex graphic including at least one of shading, texturing, alpha-blending, anti-aliasing, and sub-pixel manipulation; and

means for copying said complex graphic from the system random access memory directly into the frame buffer by the central processing unit, wherein copying directly into the frame buffer completely bypasses the graphical processing unit to render said complex graphic.

29. (Previously Presented) The method of claim 28 wherein said complex graphic comprises an orientation-change graphic.